

Exhibit T

2015

ARISTOCRAT
LEISURE
LIMITED

ANNUAL
REPORT

Notes to the Financial Statements

for the year ended 30 September 2015

Note 35. Business combinations

(a) Business combination during the year

On 20 October 2014 the Group acquired 100% of Video Gaming Technologies Inc (VGT). VGT is a leading provider of Class II gaming machines for the leased tribal gaming market in North America. VGT has a complementary product offering to Aristocrat, and has provided the opportunity to accelerate growth in the recurring revenue market.

Details of the purchase consideration, the net assets acquired and goodwill are as follows:

	2015 \$'000
Purchase consideration	
Cash paid	1,491,908
Deferred consideration	52,656
Total purchase consideration	1,544,564

The assets and liabilities recognised as a result of the acquisition are as follows:

	Fair value \$'000
Cash	53,567
Receivables	28,151
Inventory	8,320
Property, plant and equipment	48,211
Intangible assets: Customer contracts and relationships	561,773
Intangible assets: Technology	112,036
Intangible assets: Trade name and game names	23,478
Other assets	3,761
Payables	(75,108)
Provisions	(4,445)
Net identifiable assets acquired	759,744
Add: goodwill	784,820
Net assets acquired	1,544,564

The goodwill is attributable to key employees, tax benefits and synergies from combining operations with Video Gaming Technologies Inc. The goodwill is deductible for tax purposes.

(i) Acquisition related costs

Acquisition related costs of \$17,568,000 are included in general and administration costs in the statement of comprehensive income for the year and \$18,360,000 in operating cash flows in the statement of cash flows.

(ii) Acquired receivables

The fair value of trade and other receivables on acquisition was \$28,151,000, all of which were trade receivables. The gross contractual amount for trade receivables due was \$29,101,000. The fair value of the receivables have been recovered from customers.

(iii) Revenue and profit contribution

The acquired business contributed revenues of \$357,197,000 and a net profit of \$27,951,000 to the Group for the period from 20 October 2014 to 30 September 2015.

Had the acquisition occurred on 1 October 2014, the revenue and profit of the Group would not be materially different to the amounts as included in the statement of comprehensive income.

Notes to the Financial Statements

for the year ended 30 September 2015

Note 35. Business combinations *continued*

(iv) Purchase consideration – cash outflow

	2015 \$'000
Outflow of cash to acquire subsidiary	1,491,908
Less: Cash acquired	(53,567)
Add: Contingent consideration paid on Product Madness acquisition	8,047
Outflow of cash – investing activities	1,446,388

(b) Business combination subsequent to reporting date

In the prior period, the Group acquired assets and liabilities of complementary gaming products and systems supplier Paltronics Inc. for a purchase consideration of \$11,223,000. The identifiable net assets acquired were \$6,901,000 with goodwill of \$4,322,000 being recognised.

During the year, the acquisition accounting for Paltronics Inc. was completed, resulting in \$8,264,000 being transferred from goodwill to intellectual property and licences intangible assets. A purchase price adjustment of \$936,000 was received during the year.